INSTRUCTION BOOKLET



www.u.b.f.c.o.m

AGB-AUME-USA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



VIOLENCE Visit www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



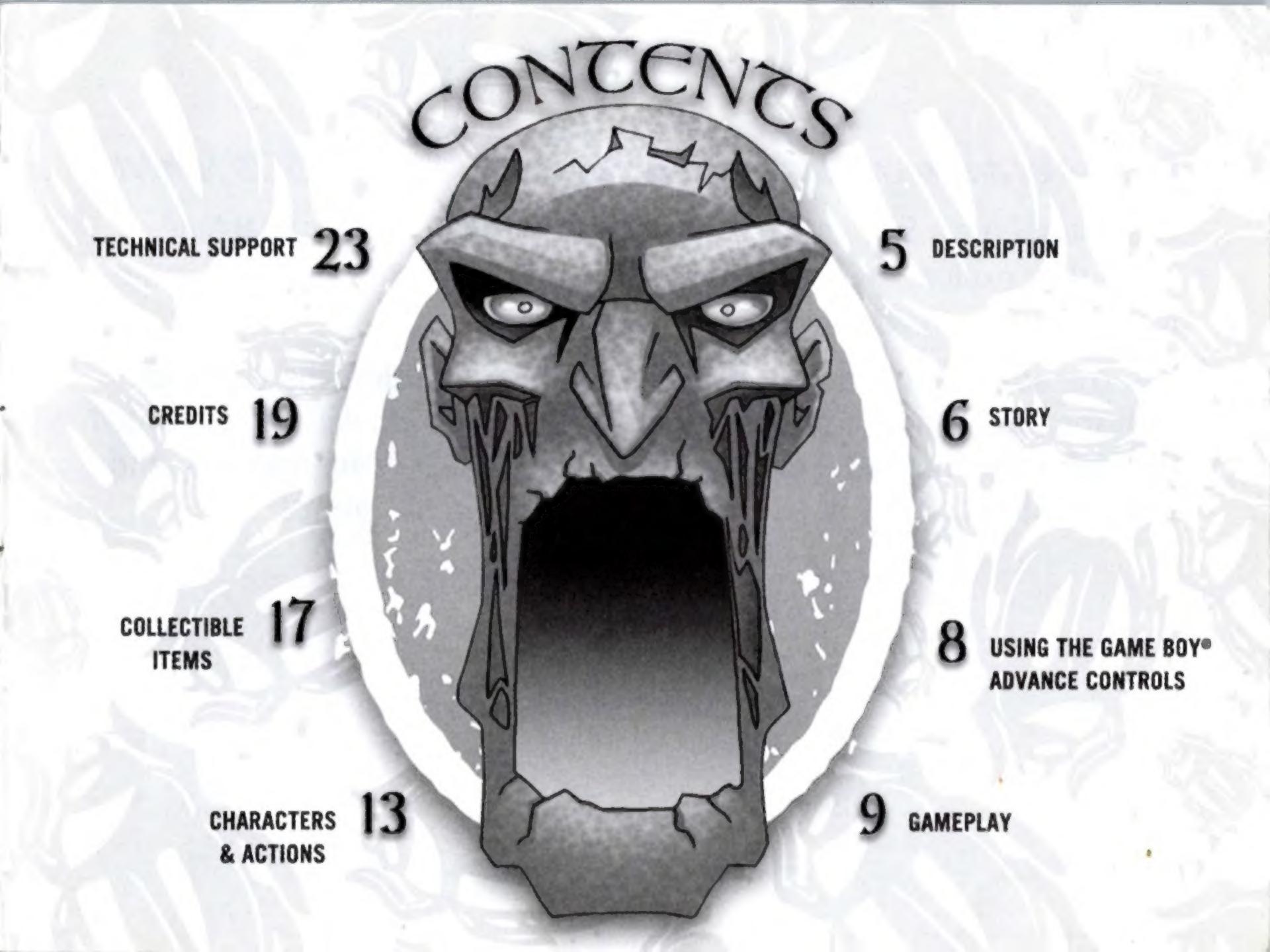
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



OESCRIPCION

Meet Alex and his parents: the O'Connells, the coolest 1930s family!

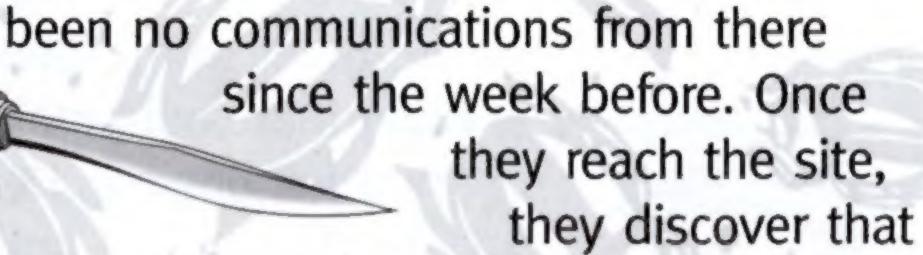
You control Alex, Evy, and Rick, switching between them in real-time, while they explore ancient and mysterious Egyptian remains. The game is a top-view action/adventure.

The character-switch feature allows you to quickly select the character with the most suitable abilities for each situation. You will be confronted with inhuman monsters, diabolic traps and mind-bending enigmas, and face Imhotep's curses in all their different and horrific forms!



The O'Connell family has been asked to go to Egypt and investigate a strange phenomenon occurring at an archaeological dig site in

Cairo. Strangely, there have



it's infested by nasty, giant scorpions. They also meet Ardeth Bay, their friend and Medjai warrior. He tells them he saw Colin Weasler, the devious sidekick of Imhotep, the Mummy, wandering around the site in the last few days.



STORY

This is the start of a journey across Egypt, at the end of which the O'Connells will have to face Imhotep himself.

BUT... the Mummy is close to getting possession of The Book of the Dead, which holds the secret of a ritual that could make him human again and give him full powers. He has to be stopped before this happens – and Alex will have to employ all the strategy and magic he'll learn during his quest.

CONTROLS



L Button: Makes Alex perform spells, makes Rick throw dynamite, and Evy throw sticks.

Control Pad: Controls movement in the game.

START: Pauses the game.

SELECT: Enables you to look at inventory.

R Button: Character switch (keep pressed to show status).

A Button: Attack.

B Button: Block; perform an action.

GAMEPLAY

The switching mechanism is the core of the game, and allows for quick, real-time switching between the three characters. This is done so you can use the characters which have the most suitable skills for each situation.

There are two main types of gameplay:

Quest and Combat.

Quest is all about exploration and problem solving.

Combat is entered as you confront monsters and enemies directly and fight them.

Quest and Combat go back and forth continuously: they aren't game modes, but states which naturally occur during the game. The switch system works exactly in the same way for both.

GAMEPLAY

MAGIC

Alex is able to cast spells in the game, channeling magic energy through his Manacle of Osiris.

He acquires magic spells as he finds the hawk-shaped Magic Statues belonging to the ancient Medjai Academy. There are seven Statues in the game, and each gives a successive magic power, regardless of the order in which they are found. Every time Alex casts a spell, it consumes his magic according to the power it releases (advanced spells are more powerful and worth more).

1st Osiris Ball: A ball of fire firing from the Manacle.

2nd Osiris Wrath: Eight Osiris Balls scattering from Alex in a circle at the same time.

3rd Spiritual Hammer: An earthquake damaging all the enemies on the screen.

CAMEPLAY

MAGIC (continued)

4th Magic: Energy limit increase.

5th Firewind: A mystical gust of burning wind, damaging all the enemies on the screen.

6th Magic: Energy limit increase.

7th Circle of Disruption: A circular energy beam emanating from Alex, damaging all the enemies on the screen.

GAME OVER

The game ends when all 3 characters have a life of zero. It's possible to restore a character who is at zero by stepping on Reincarnator points – (round plates with an ankh symbol inscribed above, placed on the floor) and paying the required amount of coins (employing a Reincarnator restores the whole party to full energy).

CAMEPLAY

SAVING THE GAME

The game progression is saved by password, which includes:



Accessible locations



Star Keys acquired (per Location)



Magic Spell acquired (Alex)

NOTE: Scarab Keys are not stored in the password, but when you get a Star Key all the Scarab Keys necessary to reach it are automatically inserted in the relative switches.

NOTE: When a password is inserted, you will be given a certain amount of starting coins.

CHARACTERS and ACTIONS

Alex

He is the faster character. He's the weakest in physical combat but will compensate with his agility and the magic he'll learn in the game.

ATTACK (A Button)

CIRCULAR KICK

Press once

OSIRIS BALL

Keep pressed

(shoot on release)

Note: this attack is not available from

the beginning

SPECIAL (L Button)

Control Pad Up:

SPELL #1

Control Pad Right:

SPELL #2

Control Pad Down:

SPELL#3

Control Pad Left:

SPELL#4

Note: Spells are acquired through the game

ACTION (B Button)

OPEN NORMAL

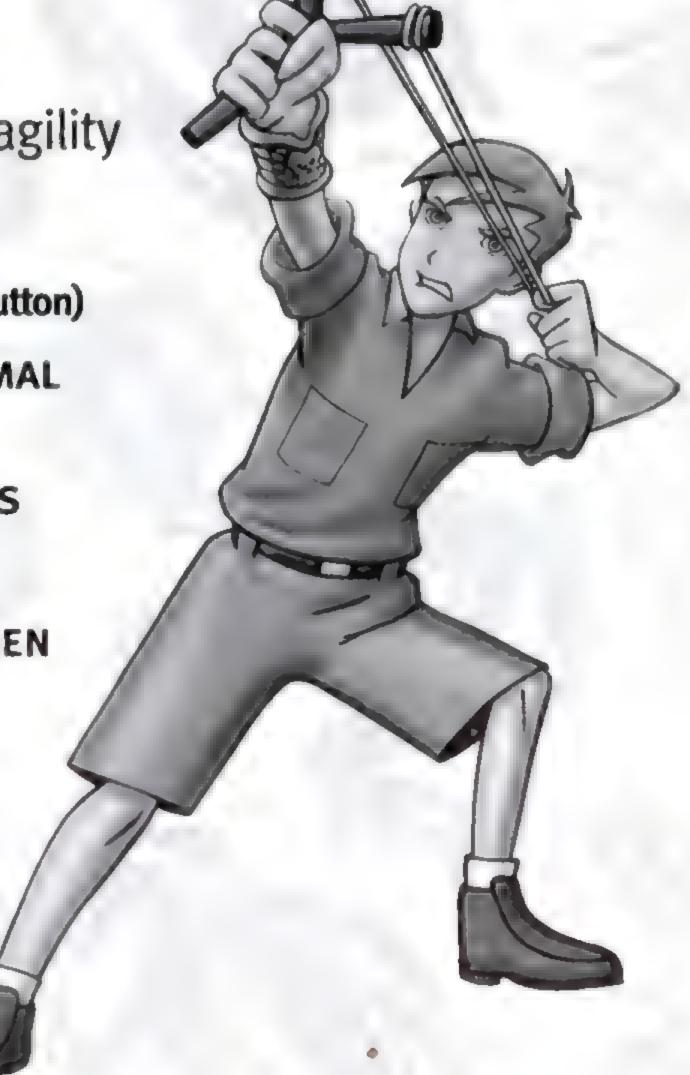
CHESTS

INSERT KEYS

TALK

OPEN GOLDEN

CHESTS



CHARACTERS and ACTIONS

Rick

He is the stronger character, but the slower one. His strength is a great help during gameplay.

ATTACK (A Button)

PUNCH

Press once

PUNCH COMBO

Press 3 times

STRONG PUNCH

Keep pressed (hit on release)

SPECIAL (L Button)

THROW DYNAMITE

Note 1: Dynamite has to be collected before it is available

Note 2: Dynamite can be used to break specific walls **ACTION (B Button)**

OPEN NORMAL

CHESTS

INSERT KEYS

TALK

PULL LEVERS

PUSH STONE SPHERES



CHARACTERS and ACTIONS

Evy

She has average speed and strength, compared to Alex and Rick, but she has the ability to throw things at her enemies.

ATTACK (A Button)

STICK HIT

Press once

STICK COMBO

Press 3 times

STICK THROW

Keep pressed (throw on release)

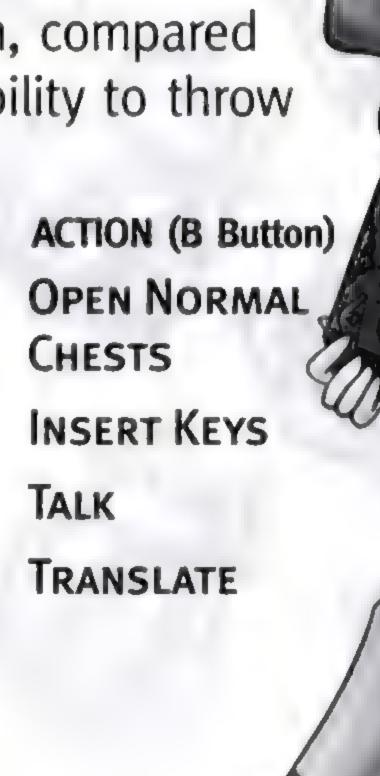
Note 1: Throwing Sticks have to be collected before they are available

Note 2: Throwing Sticks can switch levers from a distance

SPECIAL (L Button)

ROLL

Note: The Roll allows a character to pass over trapdoors







collectible items FOUND WHERE? CHARACTER DESCRIPTION USE ITEM Inside golden Green scarab They have to be collected All SCARAB and inserted in scarab chests. -shaped KEYS collectibles -shaped triggers, to open the relative doors. Inside golden STAR KEYS They have to be collected Star-shaped All chests. colored and inserted in star-triggers collectibles: of the appropriate color, to open the relative doors. Blue, Yellow, There is one key of each Red color for each Location. They are specific to the location they are found in. On the floor. DYNAMITE Rick can collect and then Rick Dynamite collectibles throw them. He can carry up to 10. On the floor. Evy can collect and then Sticks **THROWING** Evy collectibles throw them. She can carry STICKS up to 99.

collectible items

CHARACTER DESCRIPTION ITEM Alex MAGIC Yellow glass **POTIONS** bottles LIFE All Red glass **POTIONS** bottles COINS All Coins collectibles



USE

Alex can collect these to refill his magic energy.

They raise the life energy of the character collecting them

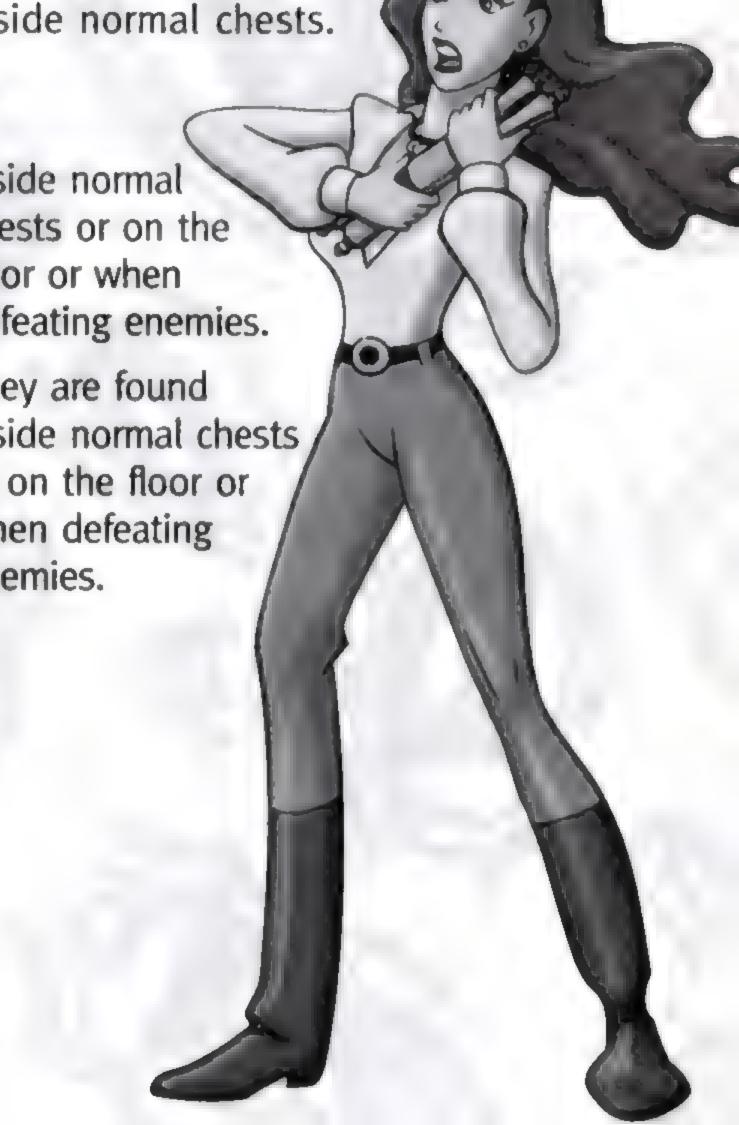
They can be collected and used to activate Reincarnators or buy full energy life and magic potions.

FOUND WHERE?

Inside normal chests.

Inside normal chests or on the floor or when defeating enemies.

They are found inside normal chests or on the floor or when defeating enemies.



CREDICS

PRODUCER

Riccardo Lenzi

LEAD GAME DESIGNER

Massimo Guarini

GAME DESIGN

Giordano Nisi Aladino V. Iside & Marc D'Souza

AUDIO DIRECTOR

Gianni Ricciardi

LEAD ARTIST

Giuliano Boiocchi

ARTISTS

Michele Agosteo Stefano Iorio Il Conte Von Stibiel Rossana Cesaretti ARTISTIC DIRECTOR

Fabio Pagetti

LEAD SOFTWARE DEVELOPER

Massimiliano Pagani

SOFTWARE DEVELOPMENT

Lear Cabrini Pierluigi Garaventa Francesco Cavallari Paolo Maninetti Valentino Miazzo

SOUND DEVELOPER

Stefano Chiappa

LEAD TOOLS DEVELOPMENT

Alberto Barbati

TOOLS DEVELOPMENT

Christian Slanzi

CREDITS

SOFTWARE CONFIGURATION MANAGER

Federica Militello

GAME DESIGN STUDIO MANAGER

Davide "SuperMario" Soliani

SOUND DESIGN STUDIO MANAGER

Davide Pensato

GRAPHIC STUDIO MANAGER

Jean-Marc Geffroy & Davide Ripiani

SOFTWARE DEVELOPMENT

STUDIO MANAGER Alain Bedel

Alain beact

UBI STUDIOS MILAN GENERAL MANAGER

Florence Alibert

UBI STUDIOS MILAN
DEPUTY GENERAL MANAGER

Claire Billiotte

MUSIC & SOUND CREATION

Lionel Payet Pigeon

VOICES

Alexandre Marchand

Eve Casiez

Franck Vallat

SOUND PRODUCER / CREATIVE MANAGER

Sylvain Brunet

LEAD TESTER

Jonathan Moreau

PLATFORM QA SPECIALISTS

Jean-Dominic Audet Stéphane Pinard

CREDICS

TESTERS

Alain Fleury Bruno St-Laurent Jimi Langlois Mehdi Serrar

WORLDWIDE TEST MANAGER

Eric Tremblay

LOCALIZATION MANAGER

Vanessa Hautefeuille

UBI SOFT ENTERTAINMENT CEO

Yves Guillemot

INTERNATIONAL PRODUCTION DIRECTOR

Christine Burgess-Quemard

EDITORIAL QUALITY TEAM: SENIOR PROJECT MANAGER

Valérie Beaufils

PROJECT MANAGER

Thomas Legrand

INTERNATIONAL CONTENT MANAGER

Benoit Galarneau

GAME CONTENT MANAGER

Marc Blondeau

EMEA FIRST PARTY
APPROVAL MANAGER

Romain Vazeille

US FIRST PARTY
APPROVAL MANAGER

Dave Costello

EMEA DIRECTOR OF DEVELOPMENT

Anne Blondel

EMEA MARKETING

Judit Barta

CREDICS

US MARKETING

Sarah Ohring Karen Conroe Tony Kee Jag Kanda Sean Kauppinen

SPECIAL THANKS

Andrea Cordara
Ivan Chillon
Emanuele Cionini
Nicola Aitoro
Stefano Celentano
Valeria Lodeserto
Davide Chiarito
Epruz & Moesly
Higgins & Kiki
Spock & Milou

UNIVERSAL STUDIOS
CONSUMER PRODUCTS GROUP
CREATIVE COORDINATOR
Geoff Nevling

MANAGER - RIGHTS AND CLEARANCES Julie Chebbi

SENIOR COUNSEL, BUSINESS AND LEGAL AFFAIRS Todd Whitford

VICE PRESIDENT, INTERACTIVE
Bill Kispert

GAME DEVELOPED BY
Ubi Soft Entertainment
Milan Studio

©2002 Ubi Soft, Inc. All rights reserved. The Mummy is a trademark and copyright of Universal Studios. Licensed by Universal Studios Licensing LLLP. All rights reserved. Game Boy and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, http://support.ubi.com. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com/

Contact Us by Email

For fastest response via email, please visit our website at: http://support.ubi.com/

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time).

TECHNICAL SUPPORT

While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at: Ubi Soft Technical Support 3200 Gateway Centre Blvd Suite 100 Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

LICOICEO WARRANCY

Warranty

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations:

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice:

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

Refunds:

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

Product / Documentation Replacements:

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

LICOICEO WARRANCY

You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees:

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

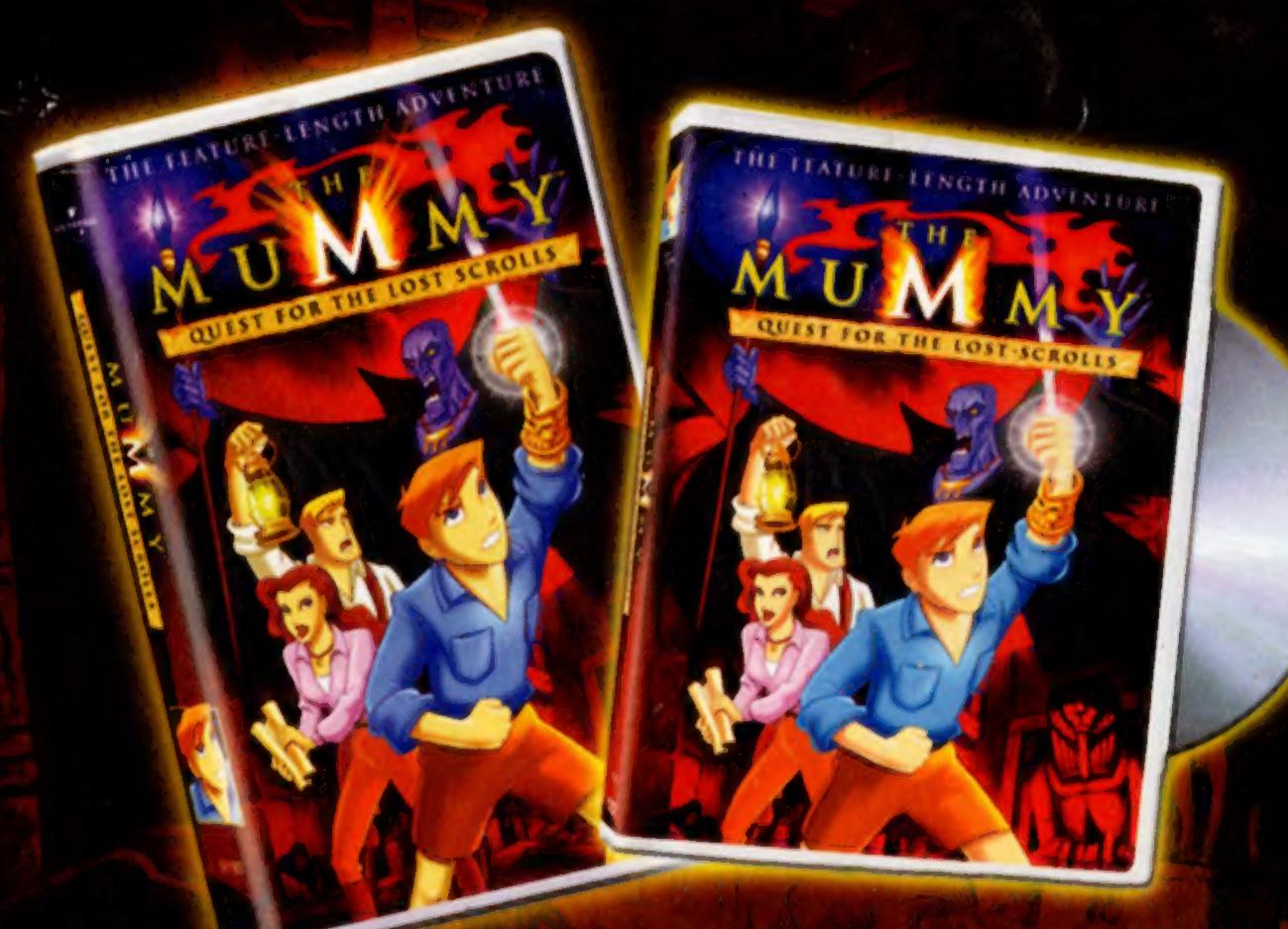
Hours: 9am-9pm (EST), M-F

Address:

Ubi Soft Support 3200 Gateway Centre Blvd. Suite 100 Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft. To order Ubi Soft products in the United States, please call toll free 877-604-6523.

Unravel The Mystery of THE MUMMY! Own it on Video and DVD!



mummyquest.com universalstudios.com/home



